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Relevance scale **1 CYBER-SURFING: the state-of-the-art in client server browsing and navigation**

Hal Berghel

February 1995 **Proceedings of the 1995 ACM symposium on Applied computing**Full text available:  [pdf\(460.71 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**2 News on-demand for multimedia networks**

Gene Miller, Greg Baber, Mark Gilliland

September 1993 **Proceedings of the first ACM international conference on Multimedia**Full text available:  [pdf\(106.03 KB\)](#)  [ps\(1.21 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: authoring, database, digital video, information service, messaging, networked multimedia, news, retrieval, wideband

3 HyperWeb: a framework for hypermedia-based environments

James C. Ferrans, David W. Hurst, Michael A. Sennett, Burton M. Covnot, Wenguang Ji, Peter Kajka, Wei Ouyang

November 1992 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fifth ACM SIGSOFT symposium on Software development environments**, Volume 17 Issue 5Full text available:  [pdf\(1.09 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software productivity and quality will increase as we improve our model of software and develop tools to support that model. Development environments must take into account that software is more than source; that it is more than text; and that it forms a highly interconnected web of information. Because more time is spent understanding and maintaining software than creating it, environments should strongly support browsing and reading. Finally, environments must be easy to customize. ...

4 Industrial Session: Exploring benefits of non-linear time compression

Liwei He, Anoop Gupta

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Full text available: [pdf\(672.11 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In comparison to text, audio-video content is much more challenging to browse. *Time-compression* has been suggested as a key technology that can support browsing-time compression speeds up the playback of audio-video content without causing the pitch to change. Simple forms of time-compression are starting to appear in commercial streaming-media products from Microsoft and Real Networks. In this paper we explore the potential benefits of more recent and advanced types of time compression, c ...

Keywords: digital library, multimedia browsing, time compression, user evaluation

5 SMART ideas as a tool for user participation in product development 

Tom Fukushima, David Martin
April 1999 **ACM SIGGROUP Bulletin**, Volume 20 Issue 1

Full text available: [pdf\(818.68 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

SMART Ideas is a tool designed to support the sharing of knowledge in an organization. Because of this, as well as its simple interface, integration with the Internet, and collaborative capabilities we feel that the product has potential to be a useful tool for interacting with users during product development.

Keywords: Internet, applet, client/server, concept map, groupware

6 Server performance and scalability: A smart hill-climbing algorithm for application server configuration 

Bowei Xi, Zhen Liu, Mukund Raghavachari, Cathy H. Xia, Li Zhang
May 2004 **Proceedings of the 13th conference on World Wide Web**

Full text available: [pdf\(373.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The overwhelming success of the Web as a mechanism for facilitating information retrieval and for conducting business transactions has led to an increase in the deployment of complex enterprise applications. These applications typically run on Web Application Servers, which assume the burden of managing many tasks, such as concurrency, memory management, database access, etc., required by these applications. The performance of an Application Server depends heavily on appropriate configuration. Co ...

Keywords: automatic tuning, gradient method, importance sampling, simulated annealing, system configuration

7 Collaborative virtual environment: Advanced real-time collaboration over the internet 

Chris Joslin, Tom Molet, Nadia Magnenat-Thalmann
October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: [pdf\(1.48 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we present our Networked Virtual Environment (NVE) System, called W-VLNET (Windows Virtual Life Network), which has been developed on the Windows NT Operating System (OS). This paper emphasizes the Real-Time aspect of this NVE system, the advanced interactivity that the system provides and its ability to transfer data across the Internet so that geographically distant users can collaborate with each other. Techniques for communication, scene management, ...

Keywords: Advanced Interaction, Distance Collaboration, Motion Tracking, Network Virtual

Environment, Networks, Real-Time Interactions

8 Patron-augmented digital libraries

Dion Goh, John Leggett

June 2000 **Proceedings of the fifth ACM conference on Digital libraries**Full text available:  [pdf\(598.93 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Digital library research is mostly focused on the generation of large collections of multimedia resources and state-of-the-art tools for their indexing and retrieval. However, digital libraries should provide more than advanced collection maintenance and retrieval services since the ultimate goal of any (academic) library is to serve the scholarly needs of its users. This paper begins by presenting a case for digital scholarship in which patrons perform all scholarly work electronically. A ...

Keywords: digital scholarship, patron-augmented digital libraries, publishing, user interfaces

9 Wireless LAN optimizations: Self-tuning wireless network power management

Manish Anand, Edmund B. Nightingale, Jason Flinn

September 2003 **Proceedings of the 9th annual international conference on Mobile computing and networking**Full text available:  [pdf\(421.06 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current wireless network power management often substantially degrades performance and may even *increase* overall energy usage when used with latency-sensitive applications. We propose self-tuning power management (STPM) that adapts its behavior to the access patterns and intent of applications, the characteristics of the network interface, and the energy usage of the platform. We have implemented STPM as a Linux kernel module---our results show substantial benefits for distributed file sy ...

Keywords: 802.11, power management, self-tuning

10 Performance modeling and analysis: Optimizing systems by work schedules: (a stochastic approach)

William J. Ray, Luqi, Valdis Berzins

July 2002 **Proceedings of the third international workshop on Software and performance**Full text available:  [pdf\(116.72 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Many systems have very predictable points in time where the usage of a network changes. These systems are usually characterized by shift changes where the manning and functions performed change from shift to shift. We propose a pro-active optimization approach that uses predictable indicators like manning schedules, season, mission, and other foreseeable periodic events to configure distributed object servers. Object-Oriented computing is fast becoming the de-facto standard for software developm ...

Keywords: and performance tuning, distributed computing, load balancing, object-oriented programming, stochastic optimization

11 Progress in building user interface toolkits: the world according to XIT

Jürgen Herczeg, Hubertus Hohl, Matthias Ressel

December 1992 Proceedings of the 5th annual ACM symposium on User interface software and technology

Full text available:  [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

User interface toolkits and higher-level tools built on top of them play an ever increasing part in developing graphical user interfaces. This paper describes the XIT system, a user interface development tool for the X Window System, based on Common Lisp, comprising user interface toolkits as well as high-level interactive tools organized into a layered architecture. We especially focus on the object-oriented design of the lower-level toolkits and show how advanced features for describing a ...

Keywords: graphical user interfaces, interaction techniques, object-oriented programming, user interface development tools, user interface toolkits

12 SEPIA: a cooperative hypermedia authoring environment

Norbert Streitz, Jörg Haake, Jörg Hannemann, Andreas Lemke, Wolfgang Schuler, Helge Schütt, Manfred Thüring

December 1993 **Proceedings of the ACM conference on Hypertext**

Full text available:  [pdf\(1.78 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



13 Session 10: meeting support: Distributed meetings: a meeting capture and broadcasting system

Ross Cutler, Yong Rui, Anoop Gupta, JJ Cadiz, Ivan Tashev, Li-wei He, Alex Colburn, Zhengyou Zhang, Zicheng Liu, Steve Silverberg

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  [pdf\(509.26 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The common meeting is an integral part of everyday life for most workgroups. However, due to travel, time, or other constraints, people are often not able to attend all the meetings they need to. Teleconferencing and recording of meetings can address this problem. In this paper we describe a system that provides these features, as well as a user study evaluation of the system. The system uses a variety of capture devices (a novel 360° camera, a whiteboard camera, an overview camera, and a mi ...

Keywords: 360 degree video, meeting capture, meeting indexing, microphone array, teleconferencing

14 Special issue on prototypes of deductive database systems: The aditi deductive database system

Jayen Vaghani, Kotagiri Ramamohanarao, David B. Kemp, Zoltan Somogyi, Peter J. Stuckey, Tim S. Leask, James Harland

April 1994 **The VLDB Journal — The International Journal on Very Large Data Bases**,
Volume 3 Issue 2

Full text available:  [pdf\(2.67 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



Deductive databases generalize relational databases by providing support for recursive views and non-atomic data. Aditi is a deductive system based on the client-server model; it is inherently multi-user and capable of exploiting parallelism on shared-memory multiprocessors. The back-end uses relational technology for efficiency in the management of disk-based data and uses optimization algorithms especially developed for the bottom-up evaluation of logical queries involving recursion. The front ...

Keywords: implementation, logic, multi-user, parallelism, relational database

15 Poster session and reception: M-Studio: an authoring application for context-aware multimedia

Pengkai Pan, Carly Kastner, David Crow, Glorianna Davenport
December 2002 Proceedings of the tenth ACM international conference on Multimedia

Full text available:  [pdf\(439.30 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Broadband wireless networks coupled with handheld computers and appropriate sensing technologies provide a channel for the delivery of mobile cinema. Mobile cinema changes the consumer experience of motion picture stories in that discrete cinematic sequences are delivered based on the consumer's location and the a story-real-time metric. The M-Studio authoring tool helps mobile story creators design, simulate and adjust mobile narratives. The tool provides the author with a graphical manipulatio ...

Keywords: authoring tool, context-aware narrative, mobile multimedia, story making/sharing

16 Special issue on prototypes of deductive database systems: The CORAL deductive system

Raghu Ramakrishnan, Divesh Srivastava, S. Sudarshan, Praveen Seshadri
April 1994 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 3 Issue 2

Full text available:  [pdf\(3.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

CORAL is a deductive system that supports a rich declarative language, and an interface to C++, which allows for a combination of declarative and imperative programming. A CORAL declarative program can be organized as a collection of interacting modules. CORAL supports a wide range of evaluation strategies, and automatically chooses an efficient strategy for each module in the program. Users can guide query optimization by selecting from a wide range of control choices. The CORAL system provides ...

Keywords: deductive database, logic programming system, query language

17 Expressing and enforcing distributed resource sharing agreements

Tao Zhao, Vijay Karamcheti
November 2000 Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)

Full text available:  [pdf\(354.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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Advances in computing and networking technology, and an explosion in information sources has resulted in a growing number of distributed systems being constructed out of resources contributed by multiple sources. Use of such resources is typically governed by sharing agreements between owning principals, which limit both who can access a resource and in what quantity. Despite their increasing importance, existing resource management infrastructures offer only limited support for the expres ...

18 Departments: Interview: A Conversation with Will Harvey

Chris DiBona
February 2004 Queue, Volume 1 Issue 10

Full text available:  [pdf\(529.50 KB\)](#) Additional Information: [full citation](#), [index terms](#)

 [html\(27.04 KB\)](#)

19 Deep compression for streaming texture intensive animations 

Daniel Cohen-Or, Yair Mann, Shachar Fleishman

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: MPEG, compression, image-based rendering, streaming, virtual environment

20 Report from the NSF workshop on workflow and process automation in information systems 

Amit Sheth, Dimitrios Georgakopoulos, Stef M. M. Joosten, Marek Rusinkiewicz, Walt Scacchi, Jack Wileden, Alexander L. Wolf

December 1996 **ACM SIGMOD Record**, Volume 25 Issue 4

Full text available:  [pdf\(1.31 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

An interdisciplinary research community needs to address challenging issues raised by applying workflow management technology in information systems. This conclusion results from the NSF workshop on Workflow and Process Automation in Information Systems which was held at the State Botanical Garden of Georgia during May 8-10, 1996. The workshop brought together active researchers and practitioners from several communities, with significant representation from database and distributed systems ...

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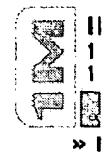
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